

Escape from Mr. Lemoncello's Library

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When twelve-year-old Kyle and his friends win an essay contest, they get the opportunity to be the first to enter the town's new library. Built by master game maker Luigi Lemoncello, when the children enter the library they discover they must solve riddles, find clues, and complete research quests to escape from the library and win the master's game. Suitable for read-aloud, independent or small group reading, and classroom and school libraries, this engaging book introduces library skills and can promote critical and creative problem-solving skills and collaborative processes.

Subjects: English Language Arts

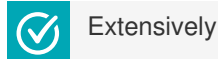
Grades 4-6

Evaluation Date: Apr 2020

Resource Evaluation

CURRICULUM FIT

Does the resource support BC curriculum?



This book fits the Big Ideas of intermediate Language Arts including: language and text can be a source of creativity and joy; exploring stories. . . helps us understand ourselves and make connections to others and the world; using language in creative and playful ways helps us understand how language works; and questioning what we hear, read, and view contributes to our ability to be educated and engaged citizens. Additionally, this book supports concepts taught in library classes--critical thinking, research skills, library classification systems--that are not necessarily identified in the curriculum.

This resource supports the Core Competencies of the BC curriculum:

- Communication
- Creative Thinking
- Critical & Reflective Thinking

SUGGESTED CLASSROOM USAGE

This novel would be a suitable addition to a classroom or school library. It could also be used as a read-aloud for librarians as it focuses on content and skills applicable to that setting. It would also be suitable for an independent or small group read. The clues in the books could be discussed in small groups to promote critical thinking skills and collaborative processes.

SOCIAL CONSIDERATIONS

There are no significant social considerations in this novel.


GENERAL CONTENT

Content


Is the resource engaging?




Is the content current for the intended curriculum and grade?

 Extensively

Is the content accurate for the intended curriculum and grade?

 Extensively

Is the content relevant and important for student broad understandings?

 Extensively

Audience


Is the content appropriate to the emotional maturity and cognitive level of students?

 Extensively


Does the resource provide opportunities for creative and critical thinking?

 Extensively

Is the level of detail appropriate?

 Extensively


Is the language use appropriate to the emotional maturity and cognitive level of students?

 Extensively

This is an engaging book that will be of interest to a variety of readers. It will introduce library concepts and terminology to many students, and teachers could chose to follow up with that by explaining the Dewey Decimal System and the general function of libraries. While the reading level and content cannot be adjusted, this book could be more accessible to a wider variety of students with varying reading levels by pre-teaching library concepts or reading this book together as a read-aloud.

TECHNICAL DESIGN


Does the resource make effective use of the medium?

 Extensively


Is the resource easy to use?

 Extensively


Is the location of illustrations appropriate?

 Extensively

Is the use of font, text size and presentation suitable?


 Extensively

Are extraneous elements/illustrations kept to a minimum?


 Extensively

Escape from Mr. Lemoncello's Library is a 288 page novel, divided into 56 chapters. The novel has been published with a clear and uniform font. There are no actual illustrations although several rebus puzzles have been included so that readers can engage in the same problem solving as the characters. These are presented in an easy-to-read size for the intended audience.


Does the text show insight into the complexity of the human condition?

 Extensively

Does the text broaden students' experiences and understanding?

 Extensively

To what degree is this text stylistically rich?

 Extensively

Plot description

Kyle Keeley and his friends compete and win a chance to enter the town's new library before it opens in their community of Alexandriaville. The library was built by a former resident and current master game maker, Luigi Lemoncello, who has a passion for libraries, literature, and critical thinking games. When they enter the library, housed in an old bank building, they discover they are now part of one of Mr. Lemoncello's games and must solve riddles and find clues to be the first to escape the library and win Lemoncello's game.

Related Comments

This book is an intellectual adventure story that takes twelve children through a series of games, riddles, and research quests, that combine literature and strategic game thinking, to work their way through the new community library. Readers will join them on their critical and creative problem-solving adventure where the children are engaged in not only a battle of wits, but a battle against time and each other.

Genre

- Adventure
- Mystery/Suspense

Literary Highlights

- Complex conflict(s)

Type

- Novel

Visual Highlights

- Other (specify)
- Novel

ADDITIONAL COMMENTS**Reading Level**

- At intended grade level(s)

This book was made into a movie by Nickelodeon in 2017. It is a recipient of the following awards: an Agatha Award winner, Bank Street Best Book of the Year, an ALA-ALSC Tween Recommended Read, NCTE Notable Children's Book, a Kids'Indie Next List Book, an ALA Notable Book, and more. Teacher's guides can be found from a variety of sources including: Random House, teachingbooks.net, and Teachers Pay Teachers. Included at the end of the novel are an interview with author Chris Grabenstein, a bonus clue inviting readers to solve a rebus that leads to a hidden puzzle throughout the book, and a list of books referenced throughout the story (so students can check how many they've read).

GRADES AND SUBJECTS**Subjects**

- English Language Arts: 4-6

ADDITIONAL INFO**Copyright**

2013

Primary identifier (ISBN)

9780375870897